



License Server Manager User Guide

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<http://www.sdl.com>

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Acknowledgments

License Server Management includes SafeNet technology as third-party software.

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About this User Guide

Who is this guide for?

This guide is for administrators of network licensing who are responsible for configuring and managing network licenses for an SDL product (such as Studio or Passolo). It describes how to activate, deactivate and monitor such licenses on the license server.

Single-user licenses

For information about licenses that you can apply to one user only, see the **SDL Licensing online Help** available at

http://producthelp.sdl.com/SDL_Licensing_Help/EN/SDL_Licensing_Help.htm

SDL Product Names

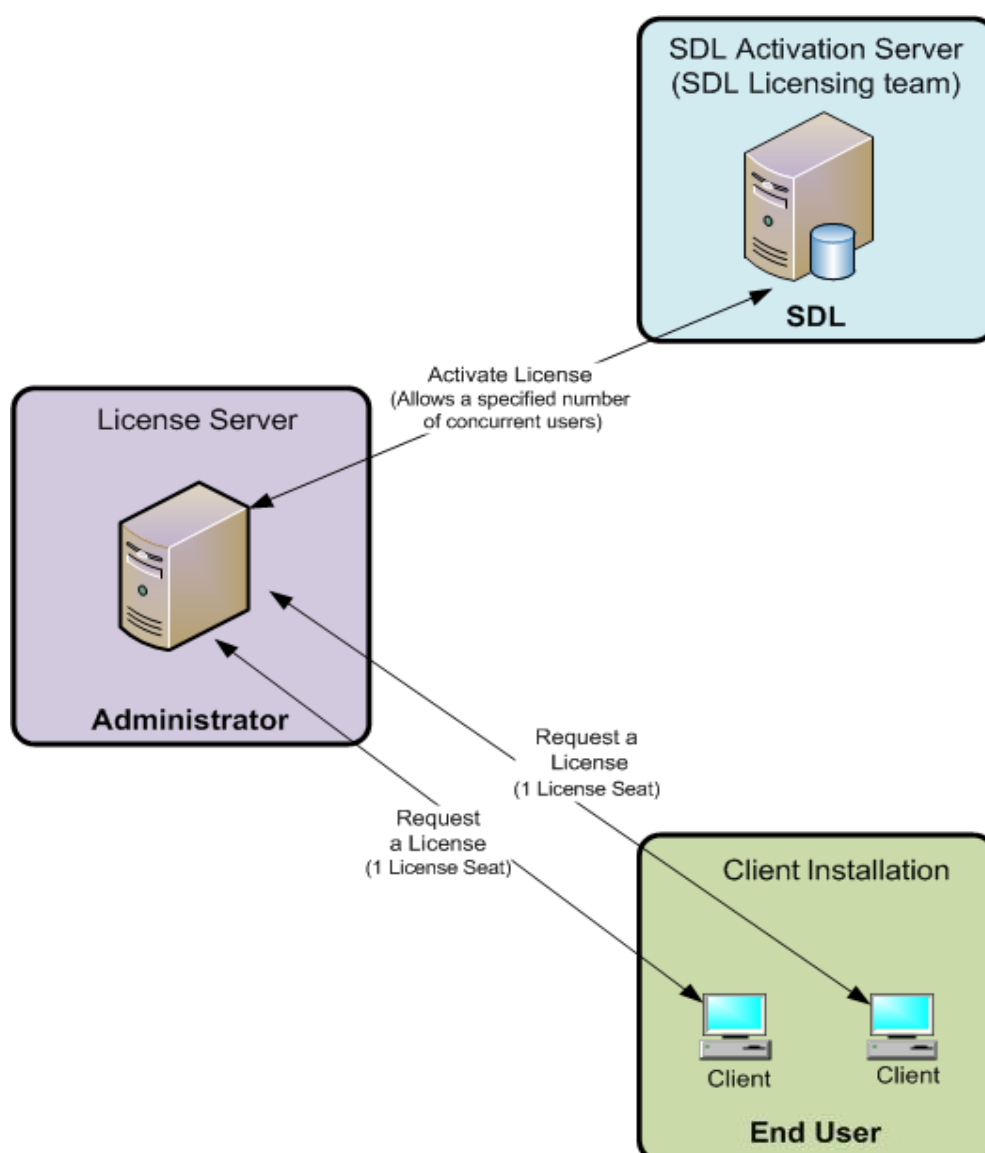
From here on, we refer to SDL Trados Studio and SDL Passolo in short form, as Studio and Passolo.

Network Licensing Overview

A network license allows a number of users on the same network to share access to the license seats available for an SDL product (such as Studio, Passolo).

You install License Server Manager on a server to control the distribution of network licenses to client users. The License Server Manager grants available license seats to the client computers that connect to the license server.

When the users close the SDL product on their client computers, the license server takes back these license seats and returns them to the license pool. This makes the license seats available to other users in the network.



Installation Prerequisites

Before installing License Server Manager, make sure that the computer that will act as the license server fulfills the requirements below.

Requirements for network licensing

Communication requirements

Make sure that name resolution is supported and leave port 5093 open.

License server requirements

- Any standard specification Windows 32-bit or 64-bit workstation
- Windows Server 2008 or a higher version of a server operating system (recommended)
- Windows 7 or a higher version of a workstation operating system
- You can also run the License Server Manager on virtual machines



Do NOT change the computer name on the license server after installing the License Server Manager. This may prevent users from being able to connect to the network license server.

Client requirement

The client installation (workstations) that are requesting license seats from the server must be Windows-based.

Installation combinations and restrictions

If required, the License Server Manager can coexist on the same computer as the following products:

- SDL Studio GroupShare (TM Server, MultiTerm Server, Project Server)
- Microsoft SQL Server
- The client application (for example, Studio or Passolo)

Setting Up the License Server Manager

1. Install License Server Manager

Download the License Server Manager installer from the **Downloads** section of your **SDL Account**. Execute the installer on the computer that you want to act as the license server.

Components

The License Server Manager installer adds the following two SafeNet utilities to your computer.

Note: SafeNet is the third-party licensing technology provider used for network licensing.

- **Locking Utility (Wechoid).** This generates locking codes for activating the network license on the server.
- **License Server Manager (WlmAdmin).** This monitors all licensing activity and controls the distribution of license seats to clients.

Default storing location


The default location for storing the installed License Server Manager, imported license files and preferences is:

- 32-bit computers: *C:\Program Files\Common Files\SDL\Sentinel*
- 64-bit computers: *C:\Program Files (x86)\Common Files\SDL\Sentinel*

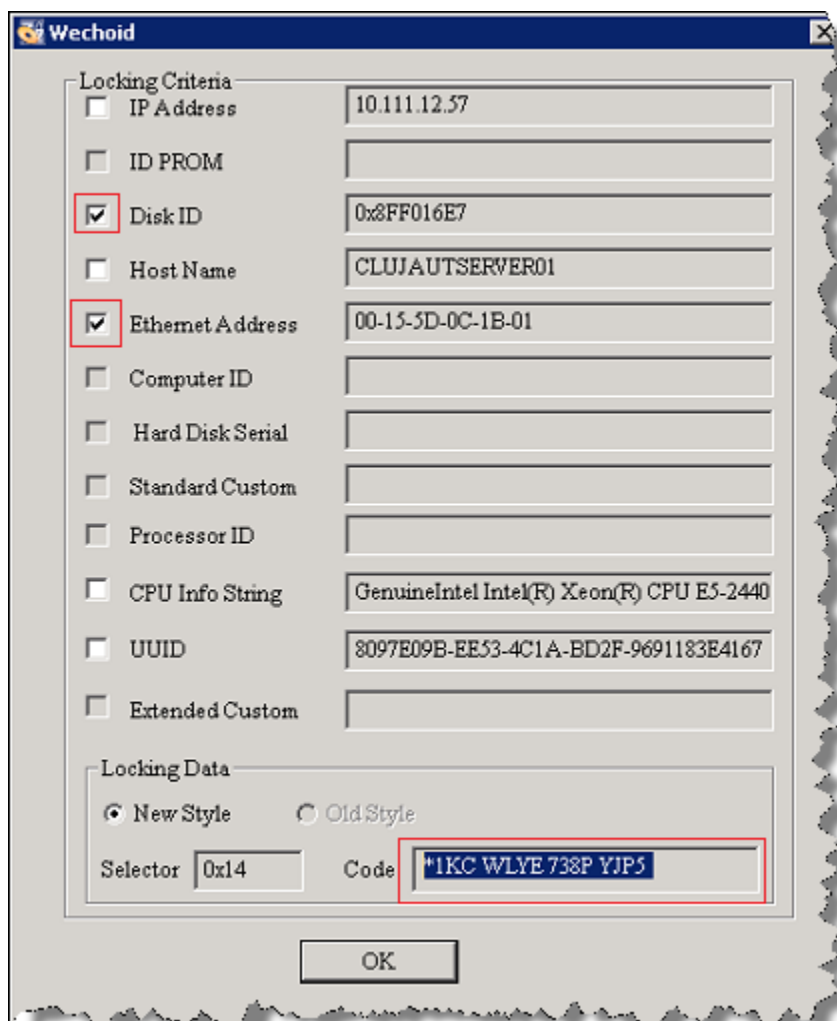
2. Generate and send locking code

Use the Locking Utility to provide the locking code of your license server machine to the SDL Licensing team. They can then generate a license certificate that enables you to activate the network license on your server.

- 2.1 Launch the **Locking Utility (Wechoid)**.
- 2.2 Enable the **Ethernet Address** and the **Disk ID** locking criteria and disable the other available criteria.

 Make sure that only the Ethernet Address and the Disk ID criteria are enabled in the Locking Utility. Otherwise, the locking code will generate an incompatible license certificate.

- 2.3 Copy the locking code string available in the **Code** field to the clipboard.



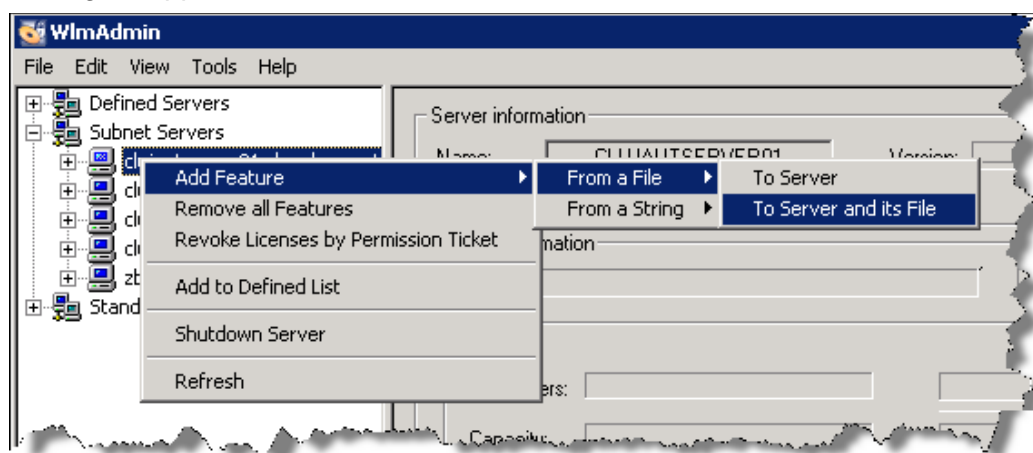
- 2.4 Send the locking code to the SDL Licensing Team at <mailto:productlicensing@sdl.com>. You will receive back the license certificate based on your locking code. Issuing licenses based on locking codes ensures that the network license is used in the system to which it is locked.

3. License the server

- 3.1 Launch License Server Manager. On startup, the License Manager automatically discovers all the servers in the subnet where the License Manager is installed. These are listed under the **Subnet Servers** tree.

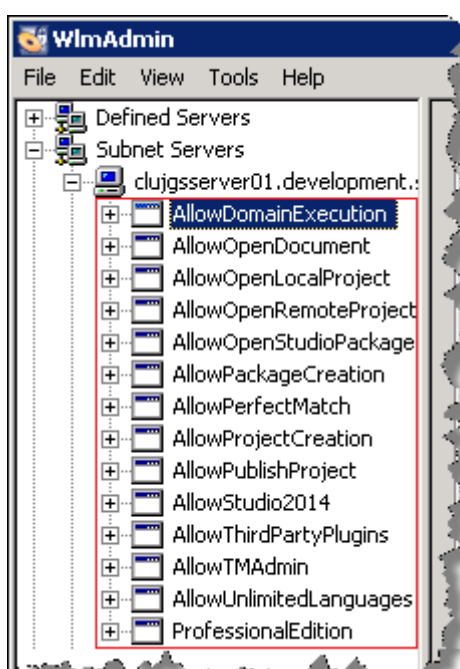
Note: If your license server is not listed, click **Edit > Defined Server List** and add the name of your server or IP address. To automatically add your server to the **Defined Servers** list, select **Edit > Preferences** and enable **Discover defined servers on startup**.

- 3.2 Expand the **Subnet Servers** tree and select the hostname of the license server where you want to add the network license.
- 3.3 Right-click on the hostname and select **Add Feature > From a File > To Server and its File**. Adding a file to a server and its file is the only activation option that License Server Manager supports at this time.



- 3.4 Browse for and select the license file that you received from the SDL Licensing team. If the license code corresponds to the locking code, License Server Manager confirms that the network license is active and shows the number of seats available for your license.

The hostname tree under **Subnet Servers** lists all the features available for your license:



Monitoring Clients and License Information

As a network-licensing administrator, you can use the License Server Manager (WlmAdmin) to monitor the licenses and the clients using them in the network.

Selecting the license manager server

To select the license servers that you want to monitor, double-click on the **Subnet Servers** on the left hand-side pane of WlmAdmin. This displays the hostnames of all the license servers available on the network.

If you have an active network license for the server, WlmAdmin lists all the product features included in your license.


The **Feature Information** section and tab show licensing details for the selected feature, such as:

- number of seats available for the current network license
- number of clients currently using the available license seats
- number of seats currently borrowed by clients who use a license offline

Note: To update the license feature status, right-click on the feature and click **Refresh**.

Monitoring clients

For details about the clients who are using the license seats:

1. Select a server and expand a product feature node.
2. Double-click on the **Clients** folder to open it. WlmAdmin shows all the  clients that are currently using the license seats for that feature.
3. Select one of the users in the list to open the **Client Info** tab on the lower side of the WlmAdmin window.

The **Client Info** tab shows information such as:

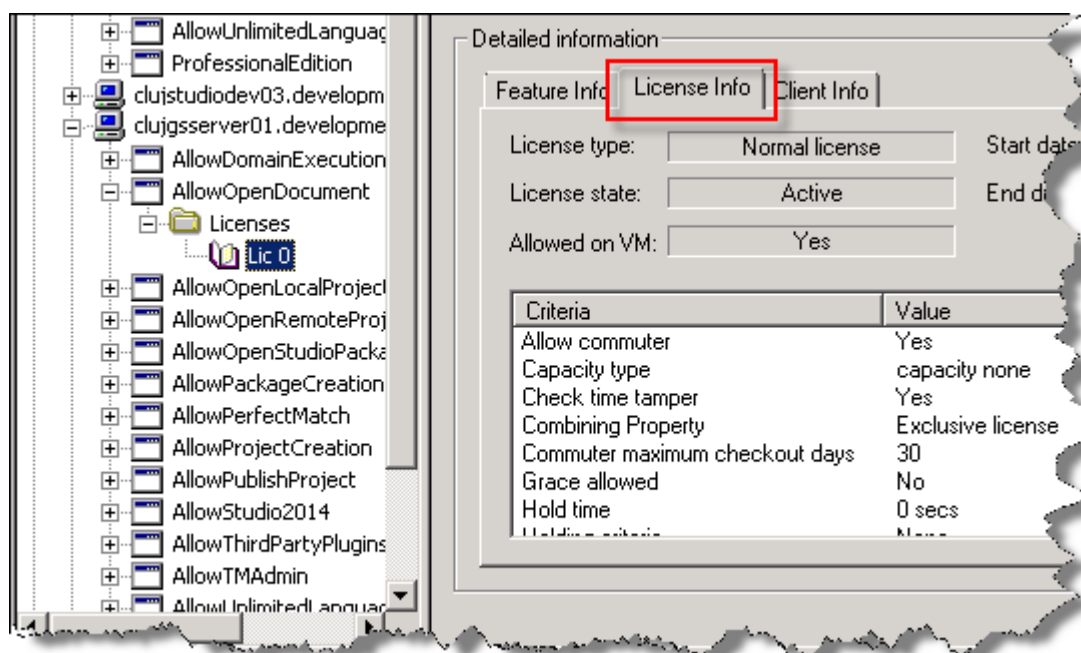
- when the client connected to the server
- the number of seats that the client is using
- name of the client computer and name of the user
- whether the client is a commuter, using a borrowed a license

Note: To update the client status, right-click on the **Clients** folder and click **Refresh**.



Monitoring license information

For details about the network license available for the selected server, expand a product feature and the **Licenses** folder then select a license from the list.

WlmAdmin displays all the licensing information available for the server in the **License Info** tab, on the lower side of the right hand-side panel:



The **License Info** tab shows information such as:

- the start date and the end date of the selected license
- the  active and  inactive licenses for the selected server

Note: To update the licensing status, right-click on the **Licenses** folder and click **Refresh**.

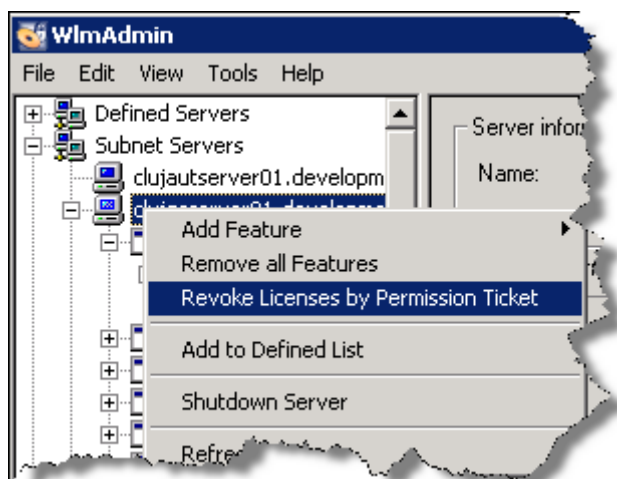
Removing a Network License

You may want to remove the license that you added to a network sever in order to:

- return unused licenses
- move the license from one system to another

To remove a license:

1. Email the SDL Licensing team at <mailto:productlicensing@sdl.com> to request a Permission Ticket. Include your user details, license file and any other required license information. The Licensing team will send you back a *.txt file representing the Permission Ticket.
2. Launch License Server Manager.
3. Expand the **Subnet Servers** tree and select the hostname of the license server from where you want to remove the network license.
4. Right-click on the hostname and select **Revoke Licenses by Permission Ticket**.



5. Browse for and select the *.txt Permission Ticket file.
6. When prompted, save the Revocation Ticket file and send the file back to the SDL Licensing team.

Connecting/Disconnecting from the License Server

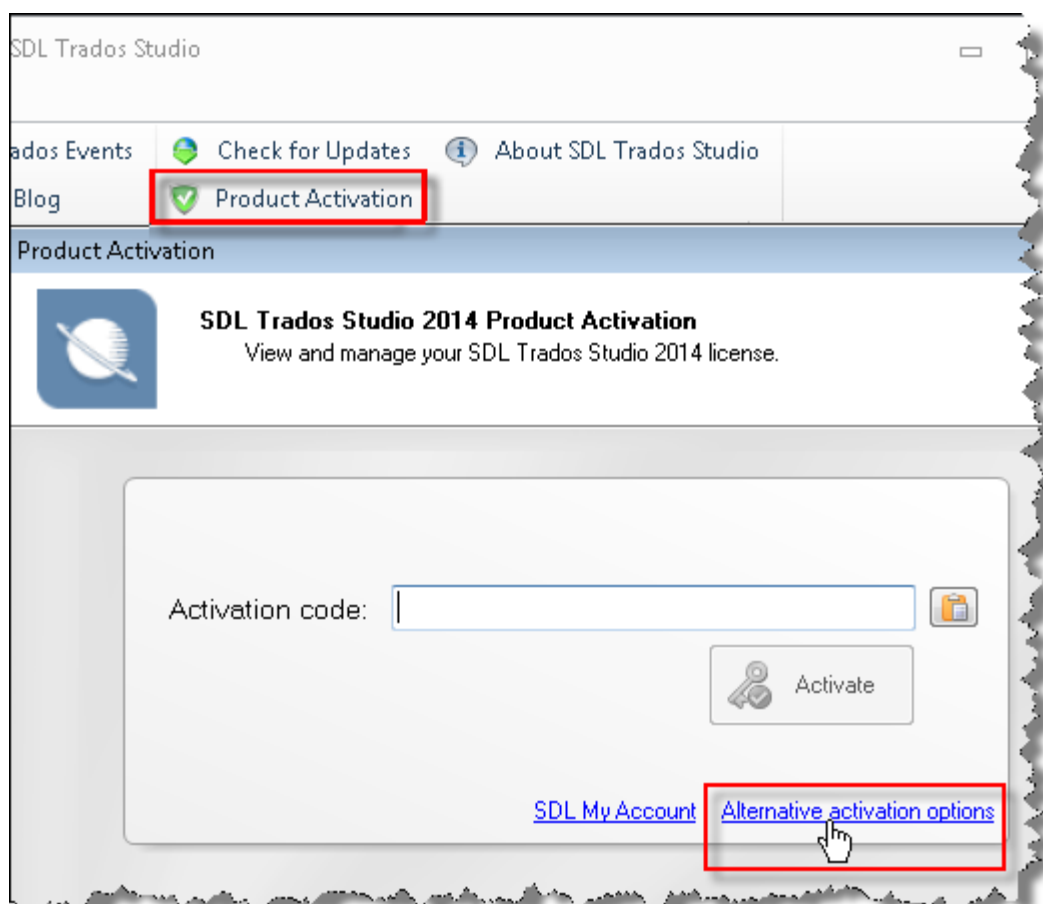
Connecting to the license server to consume a network license seat

When connecting to a license server, the client user makes a request to obtain a valid product license. A license consists of a number of product features, all of which are checked out as part of checking out the license.

After closing the SDL product, the license seat is returned to the license server so other users can use it.

To connect to the license server and request a license:

1. Run your SDL product (for example, Studio or Passolo). When connecting to a license server for the first time, run the SDL product as an administrator.
2. Click **Help** tab > **Product Activation**.
3. Click the **Activate** button in the **Product Activation** dialog box then click **Alternative activation options**.



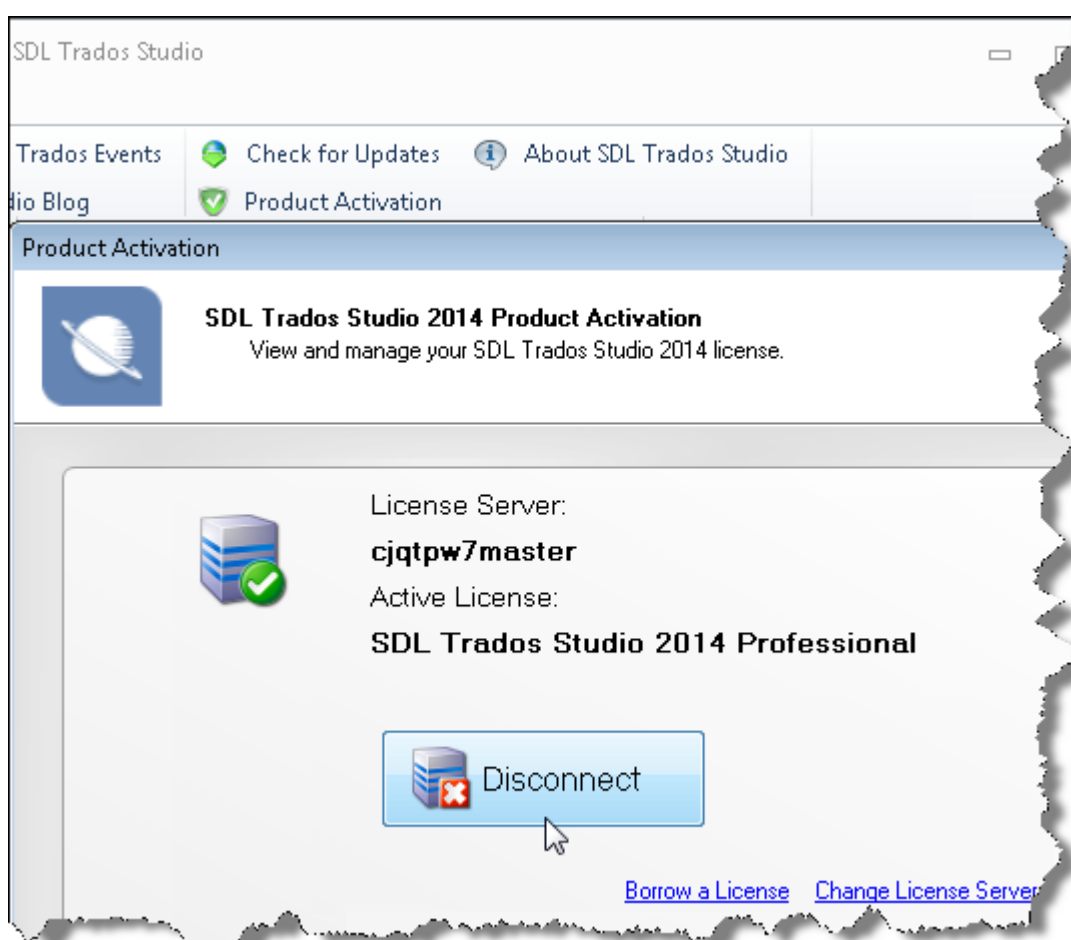
4. Click **Use a License Server**.
5. Enter the short computer name, the fully qualified address (less than 40 characters) or the IP address of the license server.
6. Click **Connect**. The **Product Activation** page shows the details of the active license. Click **Continue** to open the SDL product.

Disconnecting from the license server

Disconnecting from the license server returns your license seat to the license pool. The license seat is immediately available for other network users to activate the SDL product on their computers.

To disconnect from the license server:

1. Run your SDL product (for example, Studio or Passolo).
2. Click **Help** tab > **Product Activation**.
3. Click the **Disconnect** button in the **Product Activation** then click **Continue**.



Borrowing a license

About Commuter licenses

Commuter licensing allows users to borrow a license. Users require a commuter license usually when they want to travel and need to use the SDL product offline for a certain period of time.

The network user borrows a license seat for the duration of the trip and checks it back in on returning.

Borrowing a license

Users borrow a license from a license server to use the SDL product for a specified time when their computer is not connected to the network. Borrowed licenses reduce the available pool of licenses. As long as the license is borrowed, it is not available on the license server.

Borrowed licenses are automatically returned when the borrow period expires. Users can also return a borrowed license early but they have to be connected to the network license server when returning it.

To borrow a license:

1. Connect to the license server to consume a license seat.
2. In the **Product Activation** dialog box, click the **Borrow a License** link.
3. Specify the number of days you want to borrow the license for.
4. Click the **Borrow License** button. This moves the license from the server to your computer. You can now work with the SDL product without being connected to the license server.

Borrowing limit

By default, you can borrow a license for a maximum of 30 days. If you need to borrow a license for more than that, return the license to the server and borrow again.

You can also ask the SDL Licensing team to increase or decrease the default borrowing limit.

Time Zone

To prevent license tampering issues, the client workstation and the network server must be in the same time zone for borrowing licenses.

Last license seat

You will not be able to borrow the last license seat available on the network license. This is because connecting to the server in order to borrow a license already requires a license seat. Borrowing is not possible without an available license seat.

The seat required for the connection is returned back to the license pool immediately after the server grants the borrowed license.



About SDL

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